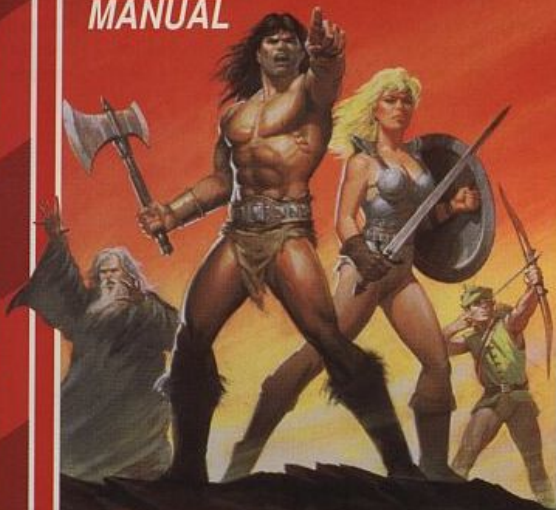


SEGA

GAUNTLET III

INSTRUCTION
MANUAL



TENGEN

MANUFACTURED FOR PLAY
ON THE SEGA™ GENESIS™ SYSTEM

EmuMovies



WARNING:

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — **IMMEDIATELY** discontinue use and consult your physician before resuming play.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

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Adventurer's Survival Guide

Get ready for the ultimate fantasy adventure! This time it's four times as challenging with four game modes, four player simultaneous action, and four legendary adventurers at your command! This will not be an easy journey, so be sure you read this guide to the world of Gauntlet, and learn of the many dangers and mysteries you will face on your quest.

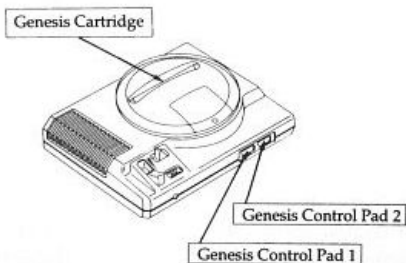
Starting the Game

1. Make sure the power switch is OFF and that there is no game cartridge in your Sega Genesis System.
2. Plug a Genesis Controller into the "CONTROL 1" port on your Sega Genesis. If you have the Team Player™ adaptor, or the 4-Way Play™ adaptor, make sure it is connected to your Genesis according to the manufacturer's instructions, and any controllers are plugged into the adaptor.
3. Insert the GAUNTLET IV cartridge firmly in the cartridge slot on the Genesis System and turn the system on.

Handling Your Cartridge

- The Sega Genesis Cartridge is intended for use exclusively with the Sega™ Genesis™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.



The Introduction Screens

After turning on your Genesis system, the Gauntlet IV title screen will be followed by a brief demonstration of the basic game, a legend of items available in the arcade mode, a guide to

the many enemies you will confront, a staff screen, and the high score table for the arcade mode. These screens can be sped up or skipped by pressing left or right on the directional pad or any of the buttons. To begin the game at any time during these screens, press the START button. This will call up the game mode selection screen. To select a highlighted option, press the A, C, or Start button. To return to the previous menu, press the B button.

Play Modes

There are four main game modes: Arcade, Quest, Battle, and Record.

Arcade

This mode is a pixel-perfect conversion of the original Gauntlet arcade game. This is the best mode to familiarize yourself with the controls, gameplay, and action.

Quest

Intense action role-playing that requires both a sharp mind and an eagle eye to solve the many intricate mysteries. Unlike the other modes, you take on the role of the adventurer, gaining experience points to increase your abilities and earning gold to purchase vital weapons and items.

Battle

The Battle mode is where courageous adventurers prove who is the worthiest in the

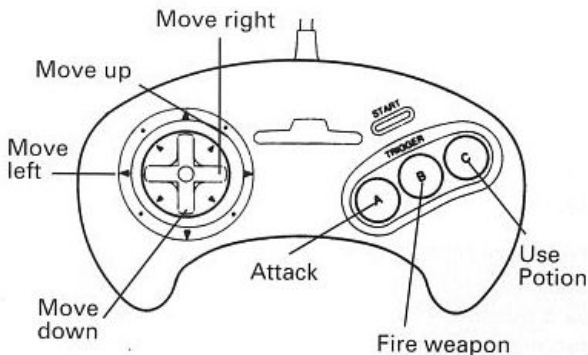
Gauntlet arena. You and up to three other players fight against each other in exciting medieval combat!

Record

Challenge yourself to become a better adventurer in the Record mode. Game statistics keep track of your performance after each level. The faster and more skillfully you advance, the higher your rating as an adventurer will be!

Controlling Your Character

While in action play, use the controller as shown to control your character:



[START] Begin play. During play, pressing START will pause the action.

In addition, the controller aims the direction of fire when the "B" button is held down. You can

fight most enemies in hand-to-hand combat by running into them and holding the pad in their direction.

In the Battle mode, the "A" button uses your weapon to attack in hand-to-hand combat.

Holding down the "B" button will lock your position; then use the directional pad to pivot and aim in the desired direction. Your shots will fire continuously with the B button held down.

Basic Dungeon Guide

Throughout the labyrinths and dungeons of Gauntlet are armies of wicked enemies intending to put an end to your quest. These monsters are spewed out of evil generators scattered everywhere. Eliminate these generators and enemies by shooting them, fighting them, or by using a magic potion. Some monsters must be shot more than once to eliminate. Magic potions damage all the monsters on the screen.

Your character begins with a certain amount of Health Points. These Health Points are indicated by a number that constantly decreases every second you are in a dungeon. When you are damaged by an enemy attack, your character will lose health points. When your health reaches zero, your character dies and the game is over. Health points can be replenished by eating the food found throughout the levels. Collect keys to open doors that may stand in your way. Traps

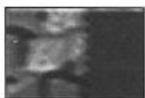
that appear as glowing floor tiles can cause certain walls to disappear when stepped on. Look out for conspicuous-looking walls that can be destroyed by your shots. Be sure to grab treasure chests to increase your score or gold.



DOOR: If you have a key, these barriers will magically disappear, along with the key.



DESTRUCTIBLE WALL: Can you tell the difference? These walls can be dissolved with your shots.



TRAP TILE: By walking over these tiles, certain walls will disappear. On some levels, you must activate these to advance.



EXIT: Leads to the next level. Some may warp you to an even higher level. In the Quest mode, arrows will indicate whether they lead to the next higher or lower floor.



TRANSPORTERS: Transports you to the nearest transporter on-screen. Rumor has it that you can actually control where you appear...

Common Items

Here are some of the items you will encounter on your adventure:

TREASURE:

Worth 100 points. (Worth a variable amount of gold in the Quest mode.)

FOOD:

There are two types of food: destructible, and non-destructible. Grab either one, and they will restore 100 Health Points.

MAGIC POTIONS:

There are two types of magic potions: destructible (blue), and non-destructible (red). When a blue potion is shot, it will activate, damaging everything on the screen. The potions are much more effective if they are collected and used properly, so avoid shooting them.

SPECIAL ABILITY POTIONS:

These potions grant extra powers when they are obtained. Be especially careful not to shoot these—they are much more valuable in your character's possession! The markings on the bottle indicate the ability the potion will enhance.

•Extra Speed

•Extra Shot Speed

•Extra Armor

•Extra Magic Power

•Extra Shot Power

•Extra Fight Power

The Army of Darkness

There are a variety of enemies in the dungeons. Some take up to three hits to destroy. The brighter the coloration of the monster, the stronger it is. Larger generators produce stronger monsters. Every time an enemy is shot, it will become darker in color until it is destroyed. A generator produces only one type of monster, and it's appearance indicates the strength of the monsters it produces. Death and thieves do not have generators.

Here are some of the enemies you will encounter on your adventure:



GHOSTS

Players cannot fight ghosts, but they can be shot. Ghosts inflict damage and disappear when they come into contact with a player.



GRUNTS

Players can fight and shoot grunts. Grunts will fight players, inflicting damage every time they strike.



DEMONS

Players can fight and shoot demons. Demons will shoot and fight players, inflicting damage every time they bite, or hit the player with a shot.



SORCERERS

Players can fight and shoot sorcerers as long as they are visible. Sorcerers will disappear for a brief moment, then reappear and attempt to fight the player.



LOBBERS

Players can fight and shoot lobbers. Lobbers can shoot over walls, but cannot fight. Damage is inflicted when the player is hit by a shot.



DEATH

Players cannot shoot or fight Death! Magic is the only thing that will destroy it. Death drains health very rapidly when it comes into contact with a player. It will disappear after draining a LOT of energy.



THIEF

The thief can be shot or fought, but magic is useless. The thief cannot drain any energy from a player. He will try to steal from the wealthiest player. Be careful not to let him get your special ability potions!

The Adventurers

In the arcade mode, take command of one of these legendary adventurers: Thor, Thyra, Merlin and Questor. Each character belongs to a different class: Warrior, Valkyrie, Wizard, and Elf—each with unique attributes. In the Quest mode, you put yourself in the role of the adventurer—selecting only your character's class-type. Learn their powers, strengths, and weaknesses well!

THOR, the Warrior

The warrior is the most physically powerful of the four adventurers. He wields a large axe that inflicts major damage, but flies very slowly. Being a tough, well trained fighter, his defense and hand to hand combat skills are especially good. His disadvantages are his slow speed and extremely weak magic power.

THYRA, the Valkyrie

For a well-balanced character with good abilities in all areas, pick the Valkyrie. Because of her strong armor and shield, she has the highest level of defense, taking the least damage from attacking enemies.

MERLIN, the Wizard

Merlin's magical power is second to none, and his lightning shots are very fast and powerful. However, his lack of armor, slow speed, and poor hand-to-hand combat ability makes his quest suitable for advanced adventurers.

QUESTOR, the Elf

Questor is the fastest of the four, with great speed and agility. His arrow shots are the fastest, but also the least powerful. The elf's fighting ability is fair, and his defense is average. Also, his magical ability is quite good.

GUIDE TO THE REALMS OF GAUNTLET IV

Arcade Mode

To begin play in the arcade mode, select the game start option and choose your character by moving up or down. When you have decided, press START to add a "coin." Each coin is worth a certain number of health, and you may add more coins on this screen. When the desired number of coins have been reached, press the C button to begin play. Additional players may join in anytime by adding coins and pressing their C button.

The arcade mode is a precise conversion of the classic arcade Gauntlet. You take control of one of the four legendary adventurers. The goal of the game is to stay alive as long as possible, collecting treasure, items, and eliminating enemies to attain the highest score possible. You must find the exit to advance to the next level, where you will find even more treasures and obstacles. Additional players increase the party's firepower and bonus multiplier. The arcade mode will be a new experience every time you play, as you will find that the levels will be arranged differently from one game to the next.

There is no end to the dungeons in this mode—they will go on forever! If you manage to achieve a high score per coin average, you may enter your initials on the high scoreboard.

To help you get started, the game will display several hint messages every time you encounter something new. You may skip these messages by pressing the START button. Other hints will be given by the Dungeon Master in voice and on screen, during and between levels, so be sure to pay attention! When the game is over, you will have the opportunity to continue your game at that level if you have any remaining coins.

Options

There are a variety of options available in the arcade mode that are not available in the other modes. You may customize the game to your liking before starting the game.

Credits per player:

Adjusts the maximum number of credits or "coins" that can be used per game. Coins can only be added at the start of a game by pressing the START button after selecting character.

Difficulty:

Adjusts the game's difficulty. There are eight settings ranging from 0 to 7.

Health per coin:

Adjusts the amount of health each coin is worth. You may adjust the number between 100 to 2000.

Reduce text:

Hint messages will not appear if this option is selected.

Game type:

Normal—for normal play

Mania—for a real hard-core challenge!

Language:

Select English or Japanese.

BGM:

Turns background music on or off.

Controller test:

Use this neat option to test if your controller is working properly. A "1" will be displayed beneath the letter of a button when it is activated.

Sound test:

Use this neat option to listen to the 137 digitized voices, 69 sound effects, or the 18 awesome music soundtracks in the game.

Quest Mode

The real adventures begin here in the quest mode. "Gauntlet, Episode IV: The Castle of Succession" is a vast action role-playing game where you become the adventurer in a long and challenging journey!

PROLOGUE

There are many mysteries and legends in this world. When a mystery has been solved, it becomes a legend which will be told over and over again by many people. There are some who seek the challenge of a quest in spite of the risks, so that they may create their own legend.

People call them... "Adventurers."

To this day, there exists one mystery that has never been solved. Inhabitants of our realm call it "The mystery protected by the old castle towers." There is a castle hidden deep within the mountains, located far from human dwellings. Four massive towers surround the castle. The towers and castle are guarded by an army of evil. The four towers have had a spell cast upon them that protects the castle against intrusion from the outside world. To break the spell, one must conquer the supernatural elements that each tower represents. Unless you break the spell, you will not be able to enter the castle.

Some say that an ancient secret treasure, undisturbed for many aeons, lies deep within the castle walls. This treasure is said to be the most valuable in the realm, guarded so heavily that it has become the ultimate mystery. There have been many that have sought to solve the castle's mystery.

So far, none have succeeded...



Adventure Overview

Your first objective is to penetrate each of the four towers guarding the enchanted castle. Each tower is a maze-like labyrinth, filled with monsters and unique elemental obstacles that you must overcome. At the top or bottom floor of each tower is a coat of arms—the key to breaking the castle spell. It is rumored that each is guarded by a powerful dragon. To reach your objective, magical trap tiles must be sprung in order to advance to the next floor.

Along the way, you'll collect valuable treasure—gold that you can use to purchase vital weapons and equipment before your next venture into the towers. You'll also gain valuable experience points by defeating monsters and progressing skillfully through the labyrinths. These points represent the knowledge and mettle gained in battle, and can be used to increase your abilities.

When you obtain all four coat of arms, you will be able to break the castle's magical seal and attempt to solve the adventure's final mystery.

Begin Your Journey

To begin play in the quest mode, press the start button after highlighting the "New Game" option. At this time, all players must press START on their controller in order to participate in the quest. Select your class (Warrior, Valkyrie, Wizard, Elf), and then enter your name. Use the A or C button to advance the cursor after selecting a letter with the directional pad. Use the B button to move back. When you are finished entering your name, press the start button, and the game story introduction will begin. This sequence can be sped up by pressing START. To select the Continue option, you must have a password generated by the Quest mode to continue a game from another session. Enter the password as you would your name.

You will begin your quest in the adventurer's marketplace. For generations, a family of dwarves has maintained the tower's entry grounds. With the reputation of being the main gossip of the realm, they are happy to assist potential adventurers in their quest. For a price, equipment and items can be purchased from their shops. After approaching a shopkeeper, a list of equipment and items can be viewed inside your adventurer's status display. There are three equipment categories and an item section. To select between items in a particular category, move left and right. To view the next category, move up and down. The amount of gold you have and the price of an item will be displayed above the item's name.

Beneath the name of a weapon or piece of equipment will be its characteristic power ratings. The number displayed to the right of an ability symbol indicates the power increase this equipment will provide. A red number indicates the amount this equipment will decrease an ability. Flashing item or equipment names indicate that you can afford them. Dark item or equipment names indicate that you cannot afford it yet. The name of the weapon you are currently using will appear solid. To buy something, press the A or C button while the desired item is highlighted, and then select "yes." Press the B button to cancel. You may carry only one piece of equipment at a time from each category. You can

have only one of each item at a time. A shop can be exited at any time by pressing the START button.

For a complete list of equipment and items, see page 31-34.

The Towers

The goal in each tower is to reach the top or bottom floor and obtain the tower's coat of arms. This will not be an easy task, as each tower is protected by its own characteristic element and an army of evil forces. Exits marked with arrows indicate whether it will take you to the next higher or lower floor. The interior of the tower is a complex maze, and each tower is ten floors high. You will not be able to proceed until you have found and activated all the necessary trap tiles. It is rumored that the traps also hold the key to the evil power on a floor; if you manage to activate all the traps on a floor, the next time you enter it, it will be free of monsters! It is said that a powerful dragon guards the coat of arms on the last floor of each tower. Survivors say that its only weak point is its head.

FIRE TOWER

The Fire Tower is located in the northwest. The floors are sprinkled with scorching hot tiles that will inflict damage. Try to reach the top floor in this tower.

EARTH TOWER

In the northeast stands the Earth Tower. Rough terrain will slow down your progress here. Unlike the Fire Tower, your goal is located on the bottom floor.

WATER TOWER

Look to the southwest for an icy tower known to possess the water element. Don't lose your footing on the slippery surface! Like the Earth Tower, the Water Tower is taken from the top.

WIND TOWER

In the southeast stands a tower exposed to severe storms. The Wind Tower has been designed to channel powerful air streams into sections of it's structure. Your goal is located on the top floor.

The Castle

Once you have obtained all four coat of arms, you can break the seal of the castle by shooting out the four elemental crystals that surround it's entrance. Some brave adventurers that have seen only a glimpse of this fearsome labyrinth report that an evil power managed to send them into total confusion before they escaped...

The Camp Subscreen

Any time during the game, except when fighting a dragon, the game can be paused to bring up the Camp screen by pressing the START button. These subscreens are used to select items, obtain a continuation password, view status, use experience points to increase your abilities, or to view inventory. Learn how to use these screens well, as they provide vital information.

ITEM

To equip an item, use this menu. Press the A or C button, then use the directional pad to highlight the desired item. Press A or C again to equip it. Only one item can be active at a time. To cancel an equip, press the B button while the cursor is flashing.

PASSWORD

To continue play at a later time, there is a password system that will keep track of your position in the Quest mode. If you wish to continue playing with your items, abilities, and progress intact, be sure to take down these passwords, as they will allow you to restore the adventure even after the system's power has been turned off.

MAIN PASSWORD

The main password keeps track of your character's items, experience, abilities, experience, gold, etc. Be sure to write the name you put in for your character along with the main password—you must use the main password with it's matching name or it will not work.

LEVEL PASSWORD

This password is entered at the start of each tower or the castle during a continued game. It keeps track of your progress in that specific tower—namely the floors that you have cleared out and the traps that you were able to activate.

STATUS

Here is where you can view your abilities and experience points (EP). The ability symbol is followed by a graphical and fractional representation of the ability's power rating. To the right of the power rating is the number of experience points needed to increase the ability's level by one. The experience points you gain by defeating enemies and conquering towers is displayed in the lower left corner of this sub-screen. To the right of the EP indicator is the maximum number of Health Points (HP) that your character can have. The status screen is also where you can use your acquired EP to upgrade your abilities.

To do this, press the A or C button on the status screen to activate the highlighter. When the desired ability is highlighted, press the A or C button to increase the ability's maximum level by one. The number of EP required will be deducted from your total amount of EP, and the number of points required for the next level-up will increase. When you are finished, press the START button to confirm, or the B button to abort. You can also upgrade the maximum number of HP in the same way by highlighting the HP max indicator and increasing it's level. An ability's level can be decreased orreincreased by moving left or right while the ability is highlighted.

EQUIPMENT

This is a list of the main equipment that your character is carrying, including weapons and armor. These are equipped at all times.

Dungeon Survival Guide, Advanced Edition

There are special floor sections in the towers and castle—many are potentially hazardous to adventurers. Use special care when encountering them, and take note of their different appearances and affects.

**NO SHOT TILE:**

These magical tiles will paralyze an adventurer's firing ability. When fending off enemies, you'll have no choice but to fight them or use magic.

**NO MAGIC TILE:**

These magical tiles will paralyze an adventurer's magical ability. You can continue to shoot and fight, though. Be especially careful of these when there are hordes of enemies or when a Death is lurking close by...

**DAMAGE TILE:**

Scorching hot tiles will hurt your feet and drain your energy, so try to avoid them. Rumor has it that a magical ring can counteract its affect on an adventurer.

**SLOW TILE:**

These rocky surfaces slow your movement down drastically. If only you could float over its treacherous surface...

**SLIP TILE:**

Your agility and maneuverability will be decreased considerably when you start to slip on these slick surfaces. If you fight on, though, they might not be too much of a problem...

**WIND STREAM TILE:**

Powerful, concentrated gusts of wind will throw you off balance and make it difficult to move.

Items You'll Need on Your Quest

There are many special items to help you on your journey. Some can be purchased in the shops. Others are hidden deep within the dungeons. The rings are rumored to have counteractive effects against supernatural elemental forces.

HEAL DRINK:

This valuable item can completely restore your health at any time. To use it, press the A button while the heal drink is equipped.

WARP WING:

This magical item has the ability to transport you out of any dungeon. With the warp wing equipped, press the A button, and you'll be instantly warped back to the marketplace. Great for getting out of bad situations and when you can't find your way out of a dungeon.

FLOAT RING:

When your feet are beat, here's the relief! Many frustrated adventurers have found that they could not use the transporters while wearing this ring...

FIGHT RING:

Gives the adventurer the ability to fight more skillfully. When equipped, press the A button, and you will attack manually. Some say that the wearer will stand his ground and become brave enough to fight even death itself!

HEAL RING:

This ring will help you keep your cool, as it stops your health from slowly draining away.

MIRROR RING:

This ring gives the adventurer the ability to fire reflective shots when equipped. Your weapon will bounce off of walls until you want to fire another shot.

Adventuring Equipment

In order to survive, you will have to upgrade your weapons, armor, and other equipment. The more expensive the equipment is, the more effective it will be. There are different types of weapons and armor for the four class types. Save up your gold and shop wisely. Some of the equipment cannot be found in the shops.

WARRIOR

E1: Axes
E2/E3: Wrist gear

Name	Price	Magic Power	Shot Power	Shot Speed	Fight Power	Armor	Speed
MIDDLE AXE	0 G	-	-	-	-	-	-
BROAD AXE	1,000 G	0	2	0	0	0	0
BATTLE AXE	4,000 G	0	2	1	2	0	0
FLYING AXE	8,000 G	0	4	0	3	0	-1
WARRIORS AXE	14,000 G	0	5	2	2	0	0
THUNDER AXE	22,000 G	0	7	1	3	0	0
DWARVEN AXE	32,000 G	0	8	3	3	0	0
MJOLLNIR	?	?	?	?	?	?	?
WRISTBAND	0 G	-	-	-	-	-	-
IRON WRIST	2,000 G	0	0	0	0	1	1
HYPER WRIST	8,000 G	1	0	-1	2	1	1
BLAST KNUCKLE	16,000 G	1	0	0	3	1	1
BRACELET	0 G	-	-	-	-	-	-
POWER BRACELET	2,000 G	1	0	0	0	0	1
RUNE BRACELET	8,000 G	2	0	0	0	1	1
DRAUPNIR	16,000 G	2	0	0	0	2	2

VALKYRIE

E1: Swords
 E2: Shields
 E3: Armor

Name	Price	Magic Power	Shot Power	Shot Speed	Fight Power	Armor	Spend
BROAD SWORD	0 G	-	-	-	-	-	-
LONG SWORD	1,000 G	0	1	0	1	0	0
DANCING SWORD	4,000 G	0	3	-1	2	0	0
LONG BLADE	8,000 G	1	3	0	3	0	0
RUNE SWORD	14,000 G	2	4	2	2	0	0
ANER BLADE	22,000 G	2	5	1	4	0	0
HILDER SWORD	32,000 G	2	6	2	4	0	0
GRAMME SWORD	?	?	?	?	?	?	?
MIDDLE SHIELD	0 G	-	-	-	-	-	-
LARGE SHIELD	2,000 G	0	0	-1	0	2	0
KNIGHT SHIELD	8,000 G	1	0	0	0	2	1
BLUE SHIELD	16,000 G	2	0	0	1	3	1
SCALE ARMOR	0 G	-	-	-	-	-	-
CHAIN MAIL	2,000 G	0	0	0	0	1	1
PLATE MAIL	8,000 G	0	0	0	0	4	-1
HEAVY METAL	16,000 G	0	0	0	0	4	2

WIZARD

- E1: Magical bolts
 E2: Magical shielding
 E3: Mage's robes

Name	Price	Magic Power	Shot Power	Shot Speed	Fight Power	Armor	Speed
ENERGY BALL	0 G	-	-	-	-	-	-
ENERGY BOLT	1,000 G	0	1	0	1	0	0
ENERGY SHOT	4,000 G	0	3	0	1	0	0
MAGIC ARROW	8,000 G	-1	5	1	1	0	0
MAGIC MISSILE	14,000 G	-1	6	1	2	0	0
PSYCHO SHOT	22,000 G	0	6	1	2	1	0
RAY BALL	32,000 G	0	7	2	2	1	0
LIGHT OF EXCALIBUR	?	?	?	?	?	?	?
PROTECTION	0 G	-	-	-	-	-	-
HI-PROTECTION	2,000 G	0	0	0	0	1	1
MAGIC SHIELD	8,000 G	1	0	0	1	1	1
PSYCHO BARRIER	16,000 G	2	0	1	1	1	1
COTTON ROBE	0 G	-	-	-	-	-	-
HEAVY ROBE	2,000 G	0	0	0	-1	2	1
SAGE ROBE	8,000 G	1	0	0	0	2	1
ENCHANTED CLOAK	16,000 G	1	0	0	0	3	2

ELF

E1: Arrows
 E2: Knives
 E3: Boots

Name	Price	Magic Power	Shot Power	Shot Speed	Fight Power	Armor	Speed
WOOD ARROW	0 G	-	-	-	-	-	-
IRON ARROW	1,000 G	0	1	-1	1	0	0
STEEL ARROW	4,000 G	0	2	0	1	0	1
CERAMIC ARROW	8,000 G	0	3	1	1	0	1
SILVER ARROW	14,000 G	1	2	2	0	1	1
GOLD ARROW	22,000 G	1	3	2	0	2	1
LYUNE ARROW	32,000 G	1	4	2	1	2	1
ELVEN ARROW	?	?	?	?	?	?	?
DAGGER	0 G	-	-	-	-	-	-
SILVER DAGGER	2,000 G	0	0	0	1	0	1
WHITE FANG	8,000 G	0	0	0	3	0	1
ELVEN KNIFE	16,000 G	1	0	0	3	1	1
LEATHER BOOTS	0 G	-	-	-	-	-	-
SPEED BOOTS	2,000 G	1	0	0	0	0	1
HI-SPEED BOOTS	8,000 G	1	0	0	0	1	2
MAGIC BOOTS	16,000 G	1	0	0	0	2	3

Battle Mode

The fun continues with the ultimate in multi-player medieval combat! This mode is for 2 or more players only. Adventurers will engage each other in a special arena to test their fighting skills, and to prove who is the most powerful in the realm!

To begin play in the battle mode, select from one of the following: Normal Battle, Equal Battle, and Password Battle.

Normal Battle:

Adventurers will fight as one of the four characters, each with their own characteristic strengths and weaknesses.

Equal Battle:

Adventurers will fight as one of the four characters, but each character will be equal in power.

Password Battle:

Adventurers can use the power and experience they have acquired from their quest in arena battles! A main password from the quest mode can be entered when selecting a character. During battle, their abilities can be viewed and compared by pausing the game.

After selecting the type of battle, select the number of players from one to four, your characters, and then the number of rounds to be played.

Battle Gameplay

The arena battles are slightly different from your normal dungeon adventures. The floors have been covered by a slick, slippery surface, decreasing the character's agility. Many walls bear a reflective surface that your shots will bounce off of until another is fired; be careful not to shoot yourself! The B button is used to fire shots, but you can no longer hold down the button for rapid-fire. The C button is used to activate magic potions that will stun all other players. Most importantly, the A button is used to fight hand-to-hand, which will inflict much more damage than a shot. Conventional hand-to-hand fighting by running into the enemy will not work against another adventurer. Also avoid exits, as they will eliminate you instantly!

The object of the battle mode is to eliminate all other players by draining their health, or by forcing them into an exit. Attacks will drain an opponents health and push them away. If you manage to kill an opponent, your health will increase by 500—drastically increasing your chances of survival. Power-up potions that increase your abilities, keys, magic potions, food, and other items can be found hidden beneath the destructible walls in the arena!

Even small groups of monsters may be found—use them to your advantage! A round will end when only one adventurer is left standing, or if all adventurers are eliminated. Points will be scored, and a comprehensive read-out of each adventurer's performance will be displayed after the number of rounds you specified have been played out.

Record Mode

The record mode is a great place to challenge yourself and to improve your skills as an adventurer. This mode is a variation of the Arcade Mode, for one player only. You start the game with 99 coins worth 500 health each. The goal is to progress as far as you can in the least amount of time while taking the least amount of damage. After every level, a comprehensive read-out of your performance informs you of your current totals and averages. A special password saves this information for later use. This password will also allow you to continue the game at a later time with your records intact.

When starting the game, enter your name and the current date. This is important to remember when taking down your password—you must use the same name in a password. The record mode passwords and quest mode passwords are not compatible.

Tips for Stumped Adventurers

In the quest mode, you will find that your journey will be long and filled with obstacles. Some parts of the quest may seem unsolvable or impossible to overcome. Strong adventurers never give up!

- There is always a way to advance to the next floor. If you are stuck, retrace your steps and try to find a trap tile you might have missed. To find out if you have found all of the traps on the floor, exit the floor, and then re-enter it. If the floor is cleared of monsters when you go back in, you have successfully cleared out that floor. Some parts of floors must be reached via another floor. In some places, you might have to use a magical item to proceed. In other places, you may even have to reduce some of your powers to get past an obstacle.
- In each tower, there is a shortcut section that you will be able to use only after you have cleared out some floors. If you are able to clear out the first three floors, you can exit the tower and when you enter it again, you'll be able to reach the third floor easily if you can find the shortcut.

- If you see a bag lying on the ground, there could be a valuable item inside. Some treasure chests are evil and will drain your energy if you touch them. Shoot these to eliminate them.
- Sometimes it's a better idea to try to fight your way through a group of enemies rather than to shoot them.
- Some special items have powers that may not be apparent at first. Try to discover the special abilities of each one.
- A wise adventurer takes down his passwords often! This insures that you will be able to retain your powers and game progress!
- Be careful to write down your passwords accurately. They must be precise in order to work. If you are having trouble, check to see that the name you are using matches with your password. Spaces in the name must also be taken into account.
- You will not be able to pause the game when fighting the dragon, so be sure to equip the desired items before entering it's lair.

- Multiple players will get farther faster if they play cooperatively. Each character has it's own strengths and weaknesses. Create a strong adventuring party by learning which character is the best to use for each situation.

The quest may take weeks or even months to complete. Even then, it is not over because there is more than one ending to this journey... The decisions you and your party make will determine your fate and the outcome of the adventure! Persistence is power in the world of Gauntlet. Go forth in the strength and honor that those before you have gone in, and perhaps you too, will become legendary!

Good luck!

The Four Legendary Adventurers

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Problems or Questions?

We recommend that you read the instruction booklet to learn and master the operation of this game. Should you have any further problems or questions about playing this game or any of

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